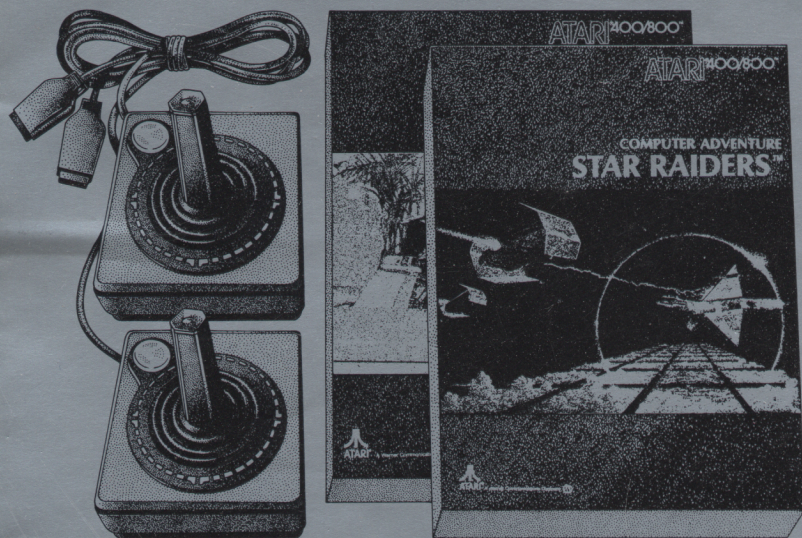



# THE ATARI® 400™ COMPUTER SYSTEM ENTERTAINER™



## OWNER'S GUIDE



A Warner Communications Company 







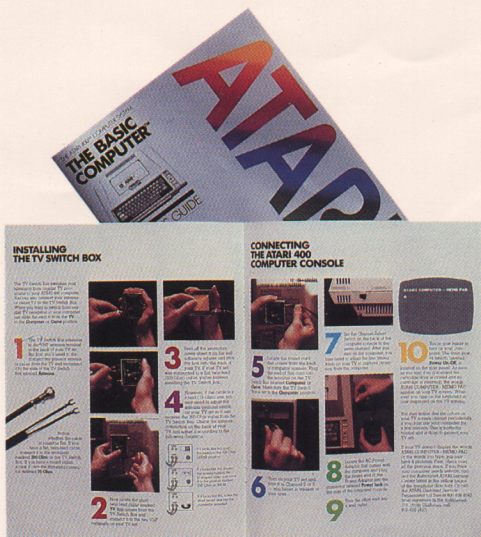


**W**elcome to the incredible world of ATARI® 400™ Computer entertainment! In a just a few minutes, you'll have your new computer games up and running. We'll go through the process step by step. If you get lost for any reason, just turn everything off and start over from the beginning.





# INSTALLATION



**1** Unpack all of your equipment and read *The Basic Computer™ Owner's Guide*. Follow the ten steps for installing the TV Switch Box and connecting the computer console. Make sure the TV Switch Box is set to **Game** or **Computer**, that the TV is tuned to channel 2 or 3 and that the Channel Select Switch on the computer is set to the same channel.



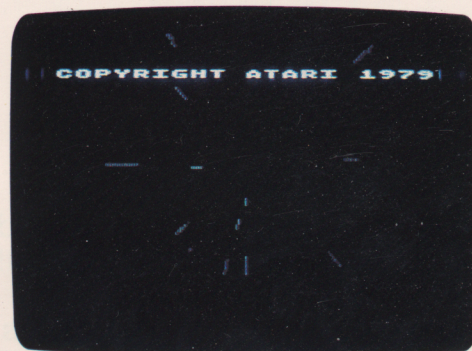
**2** Plug either one of the two joysticks into the #1 controller jack on the front of the computer. The plug only fits into the jack when turned a certain way, so look carefully.



**3** Push the door release lever down to raise the cartridge door.



**4** Insert the Star Raiders™ program cartridge into the computer, with the label facing you. Press down carefully but firmly on the cartridge until it snaps into place. Then, close the cartridge door. Be sure the door snaps shut.



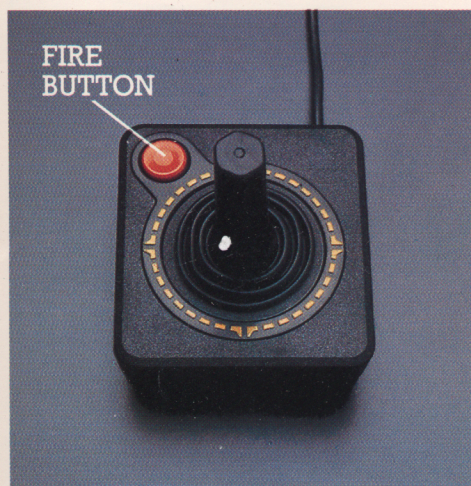
**5** Turn on the power to your TV and to the computer. The screen will alternately display the words STAR RAIDERS and COPYRIGHT ATARI.



# WHERE TO GO FROM HERE



**6** Press the **START** key. The words **NOVICE MISSION** will appear at the top of the screen, and there will be some technical information at the bottom of the screen. Suddenly, you're traveling through outer space and you're in control of your own starship!



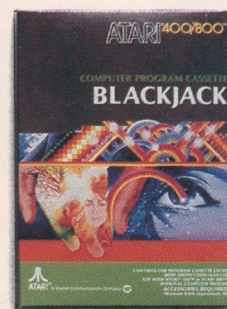
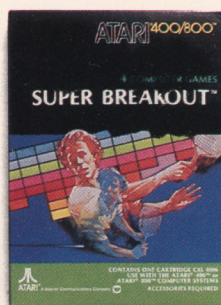
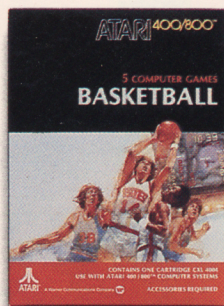
**7** Watch out for Zylon fighters! Try pressing the red fire button on the joystick to fire your spaceship's photon guns.

**8** For the complete story on how Star Raiders works, read the instructions that come in the box with the program cartridge. Then, try Missile Command™ and see if you can defend your cities against enemy missile attack.

**S**tar Raiders and Missile Command are just the beginning of your new ATARI 400 Computer System's exciting potential. There's lots more!

Try one of these other action-packed games the next time you're feeling ho-hum about plain old TV!

Asteroids™  
Space Invaders!  
Basketball  
Blackjack  
Computer Chess  
Super Breakout®<sup>(2)</sup>  
3-D Tic-Tac-Toe  
Video Easel™



You can also put your computer to work for you in many other fascinating ways. The following kits are just a few of the many possibilities. If you'd like to expand your system even more, the ATARI Personal Computer Product Catalog, available from your local ATARI computer dealer, explains how many other ATARI products can enhance your computer.

(1) Trademark of Taito America Corporation  
(2) Requires CX30-04 Paddle Controller Pair



# MORE SPECIALLY PRICED KITS FOR THE BASIC COMPUTER™

## THE PROGRAMMER™

Even if you've never written a program before, the Programmer kit will have you writing BASIC programs in just a few minutes. After that, the possibilities are limitless—you can solve business or scientific problems, invent your own games or even compose music.

The Programmer comes with an ATARI BASIC Computer Language cartridge, the *ATARI BASIC Reference Manual* and the *ATARI BASIC Self-Teaching Guide* that teaches you how to program in easy-to-follow steps.

## THE COMMUNICATOR™

The Communicator kit can tap into some of the biggest electronic brains in the world! Get the news hot off the wire or have The Communicator print your stock prices right on your TV screen. You'll also be able to get electronic mail, games and even "talk" to other users.

The Communicator kit comes with a TeleLink™ I cartridge, an ATARI 850™ Interface Module and an ATARI 830™ Acoustic Modem so you can send and receive information over any standard telephone. You also receive a free hour of connect time to the DOW JONES INFORMATION SERVICE, the COMPUSERVE INFORMATION SERVICES and THE SOURCE, AMERICA'S INFORMATION UTILITY\*, so you can see the many fascinating kinds of information the computer can give you.



\*THE SOURCE and AMERICA'S INFORMATION UTILITY are service marks of Source Telecomputing Corporation, a subsidiary of The Reader's Digest Association, Inc.



# THE EDUCATOR™

Let the computer teach you a variety of subjects and skills. It can help you and your children learn faster because The Educator kit makes learning fun.

The Educator comes with an ATARI 410™ Program Recorder to load your programs, an ATARI BASIC cartridge and the States & Capitals program cassette. All you do is insert the cartridge, plug in the Program Recorder and load the program—the computer takes it from there.

Many other educational and self-improvement programs and games for your ATARI Computer are available now or will be available soon:

- Energy Czar™
- Hangman
- Conversational Spanish
- Conversational French
- Conversational German
- Conversational Italian
- European Countries & Capitals
- Touch Typing
- Statistics 1
- An Invitation to Programming™ 1
- An Invitation to Programming 2
- An Invitation to Programming 3
- Kingdom™
- Scram™ (A Nuclear Power Plant Simulation)
- Biorhythm
- Music Composer™
- Blackjack
- Mortgage & Loan Analysis¹



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